

Doggone Divisions

Doggone Jump, Catch-Jump and Fetch

DGSS Novice	0.1" – 9'11"
DGSS Junior	10.0' – 14.11'
DGSS Senior	15.0' – 17.11'
DGSS Pro-Senior	18.0' – 20.11'
DGSS Master	21.0' – 24.11'
DGSS Pro-Master	25' and above

Competition

Scoring for Doggone Jump, Doggone Fetch and Doggone Catch-Jump are based on distance. Doggone Swim is a timed event and points awarded based on standing at conclusion of wave. Placement is based on longest distance for each division.

DOGGONE JUMP

- Each competitor will have two competitive jumps (back to back)
- The best of those 2 jumps determines the placement for that wave
- Distance is measured from the end of the dock to the base of the dogs tail entry into the water

DOGGONE CATCH-JUMP

- Each competitor will have two competitive jumps (back to back)
- The score combines a successful catch with the jump. The distance at a catch plus the distance when the base of the dogs tail as it enters the water is combined to score the jump
- The best of those 2 catch-jumps determines the placement for that wave
- If Catch-Jump is not successful then your score will be added as a Doggone Jump

DOGGONE FETCH

- A successful Fetch is awarded when the toy/bumper is grabbed or knocked from both clips suspended by the Fetch Rig.
 - The dog does not need to possess the toy/bumper when entering the water
- **Toy/Bumper Options:**
 - Only 3 types of toy/bumper options allowed. No others will be allowed
 - Nerf Floating Competition Bumper
 - Chuckit Rugged Bumper
 - 2 String Puppy Bumper

- Bumper will be measured 2' feet above the dock
- Consecutive jumps until maximum misses
- First jump your choice of a practice or continue to next distance. If you choose to make it a practice you can reset the distance.
- Competitor sets their starting distance
- Distance is extended each round by 1' increments or competitor can pass and request the distance they want
- Competitor gets 2 jump attempts consecutively at each distance during their turn
- Dogs must either grab the bumper or dislodge the bumper from its suspended position to be considered a successful jump for that distance.
- Maximum misses: If a Team misses the bumper at a distance for two consecutive jumps or has a total of 3 misses during the round
- Score determined by last successful Fetch or when the Handler decides to stop

DOGGONE SWIM

- Each competitor will have two competitive jumps (back to back)
- Dog and Handler will start between 0-4' at the end of the dock
- Time starts when dog jumps
- Dog needs to retrieve the bumper suspended at the end of the pool and return it to the finish line. Lap Dogs finish line is at 12.5' line and Open Dogs will be timed at the 10' line.
- Placement is based on fastest time
 - The following points are awarded based on standing at end of competition
 - 1st – 22 points
 - 2nd – 20 points
 - 3rd – 18 points
 - 4th – 16 points
 - 5th – 14 points
 - 6th – 12 points
 - 7th – 10 points
 - 8th – 8 points
 - 9th – 6 points
 - 10th – 4 points
 - All other placements will receive 0 points

High in Points

DOGGONE TITAN

- Each Day of competition a Titan Title will be awarded to a Handler and Dog who have earned the most points.

- All waves, all disciplines are added together and High in Points earns the title
- Doggone Jump must be **greater** than 16.5' in any wave

DOGGONE MIGHTY

- Each Day of competition a Mighty Title will be award to a Handler and Dog who have earned the most points.
- All waves, all disciplines are added together and High in Points earns the title
- Doggone Jump must be **less** than 16.5' in all waves

WEEKEND WARRIOR

- Two days of competition, 3 Doggone Disciplines must be done to qualify for this award.
- Competitor can choose which of the three disciplines they want to participate in
- The highest score from each disciplines will be added together and High in Points earns the Weekend Warrior Title

Judging

Doggone Jump, Doggone Fetch and Doggone Catch-Jump is measured with a camera system. Doggone Swim is timed with a stop watch. Lap Dogs will be timed at the 12.5' line and Open Dogs will be timed at the 10' line.

Resolving Ties

- Doggone Jump, Doggone Catch-Jump
 - Each Team's second longest jump distance in that wave will be used as a tiebreaker.
 - If still tied, those teams will share the placement and earn the same ribbon
- Doggone Fetch
 - Team that reaches the longest Fetch distance in the least amount of jumps

Ribbons/Awards

Scores/results will be posted after each wave. Ribbons will be awarded to the top 5 competitors in each division for each wave.

Achievement Award: 20 jumps in a division.

High in Points will be awarded at the end of each day.

DOGGONE TITAN

- Will receive a ribbon

DOGGONE MIGHTY

- Will receive a ribbon

WEEKEND WARRIOR

- Awarded on day 2 of the event
- Will receive a ribbon

Event Finals

Handler and Dog (Competitor Team) must compete in 2 waves to qualify for the Event Final

Ribbons will be awarded to the top 5 placements for each division

Running order will be posted in Alpha order (A-Z) by dog's name. If a Handler has multiple teams in a wave and identified before the wave begins, every attempt to provide more times between dogs will be made.